

**IN THE CLAIMS:**

Please cancel claims ~~1/14~~ and ~~25~~ without prejudice or disclaimer of the subject matter contained therein as being drawn to non-elected inventions.

Please replace claims 15, 16 and 26 with the following claims:

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15. An image processing method in which a display object modeled on a living creature in virtual three-dimensional space is displayed on a display screen, as the perspective is changed from a given point of view, wherein said image processing method is characterized by the steps of:

modeling a living creature as a display object in virtual three-dimensional space;  
comparing the position of an imaginary point determined in said virtual space and the position of said display object;

determining whether or not the results of said comparison match certain conditions set by a program;

establishing said imaginary point as the main point of view of said display object when the results of said match said certain conditions; and  
displaying said display object on the display screen.

*A  
Conf*

16. An image processing method in which a display object modeled on a living creature in virtual three-dimensional space is displayed on a display screen, as the perspective is changed from a given point of view, wherein said image processing method is characterized by the steps of:

modeling a living creature as a display object in virtual three-dimensional space;  
comparing the position of a plurality of imaginary points determined in said virtual space and the position of said display object;

selecting said imaginary point as the point of view of said display object; and  
displaying said display object on said display screen.

*Act  
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26. Data recording media including a program to enable a computer system to function as an image processing device according to any of Claims 17 through 24.

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Please add the following new claims:

*Act  
Concl.*

35. A game device for situating objects in virtual space formed in a computer system, developing a game while controlling the movements of said objects according to input control and set rules, and displaying circumstances in said virtual space on a screen as seen from a virtual camera, said game device comprising:

polygons situated on a reference plane serving as the reference in a virtual space; and

a position changing means for changing positions of said polygons according to the angle relationship between said virtual camera and said polygons.

36. A position changing means for changing the position of a polygon to enlarge an area of said polygon which is seen from a virtual camera.